**CS5590BD BIG DATA ANALYTICS**

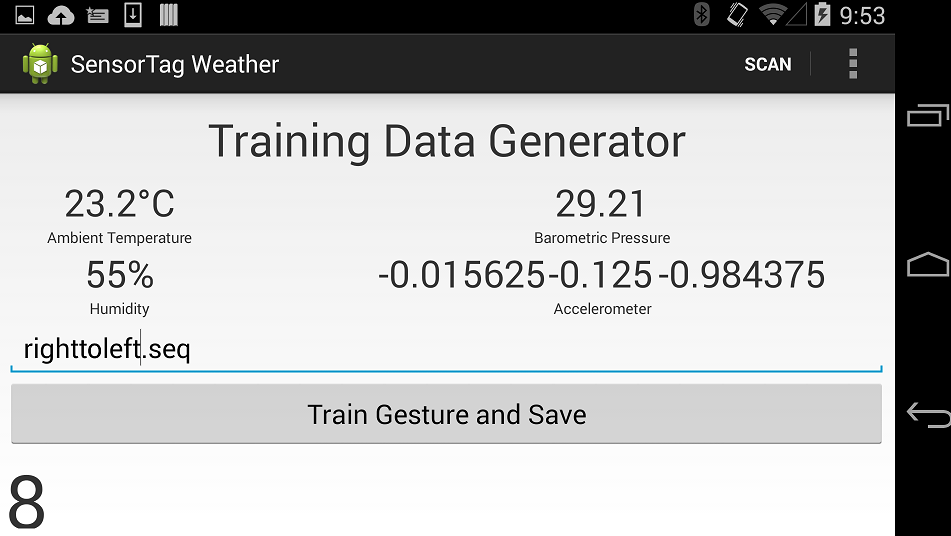
**LAB5 REPORT**

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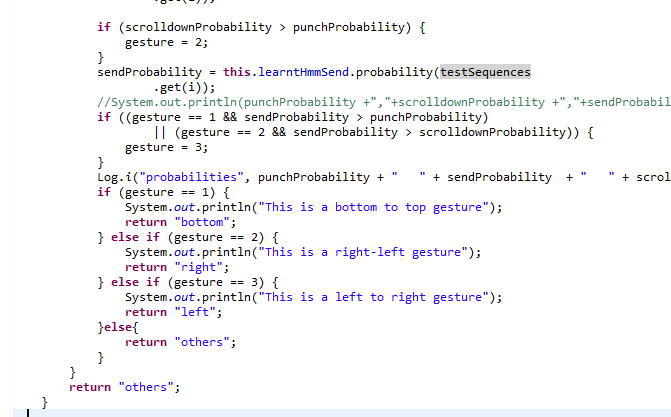
**Capturing Gestures:**

The gestures were captured in the form of sequence files with the help of traning app.



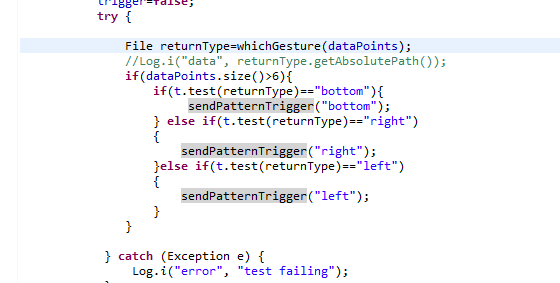
**TestGesture class:**

Three gestures i.e. right to left, left to right and bottom to top are included in the code to sense.

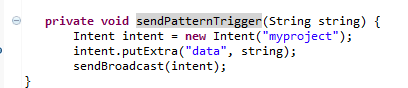


**Connection Service class:**

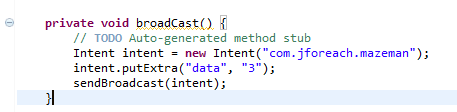
The patterns were tested with our gestures as below code.



Broadcast signal was send to the game with the help of below code.

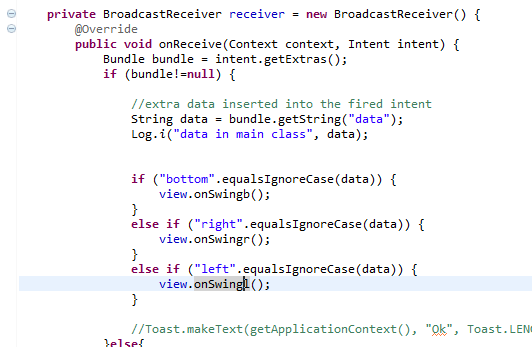


Com.jforeach.mazeman is our project package name.



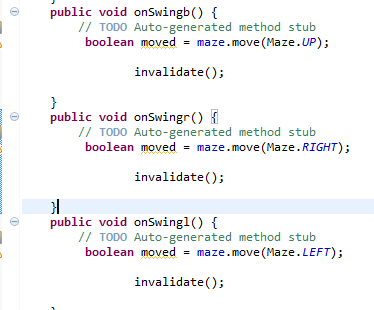
**Game class:**

Broadcast receiver was written in game class of maze game which compares the gestures and calls the methods in game view accordingly.



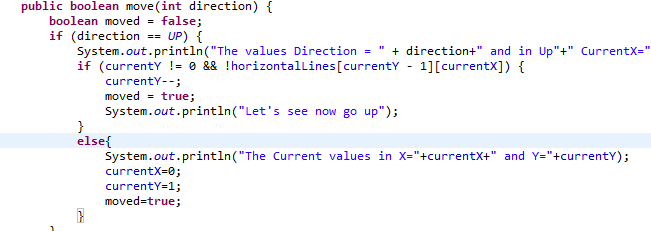
**Gameview class:**

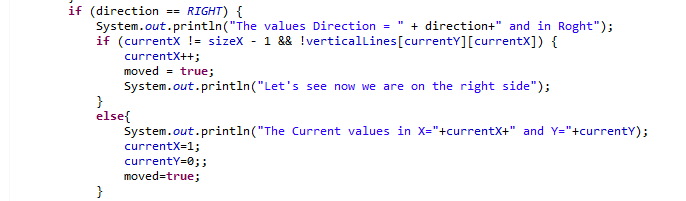
Upon giving right to left, left to right and bottom to top gestures the respective methods are called as below. Invalidate() method is used to redraw the maze.



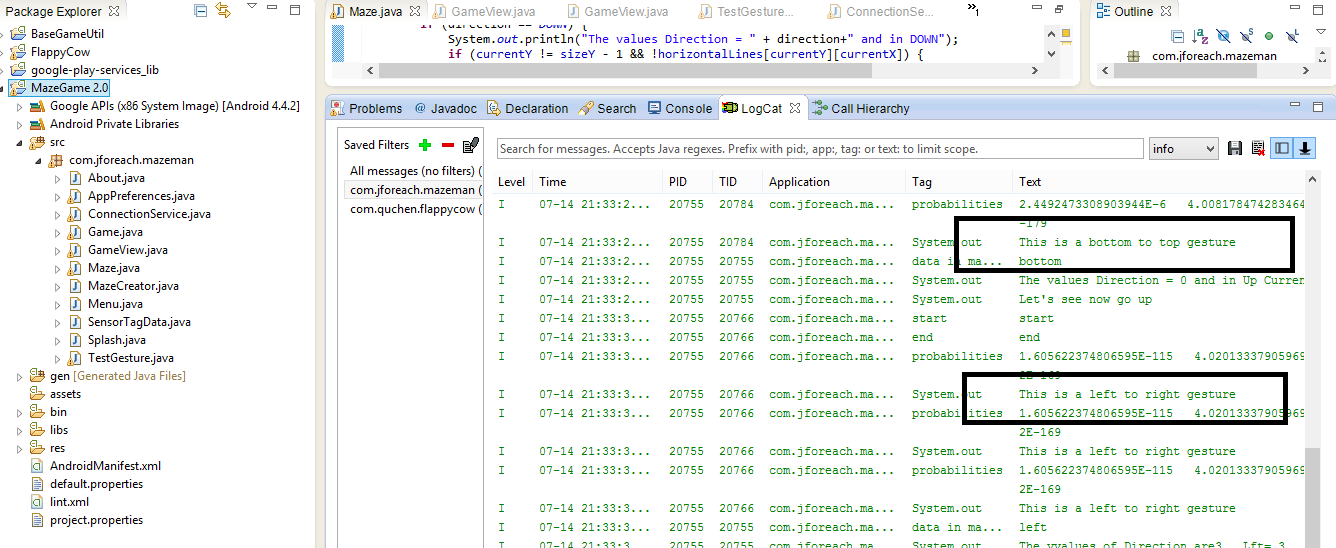
**Maze class:**

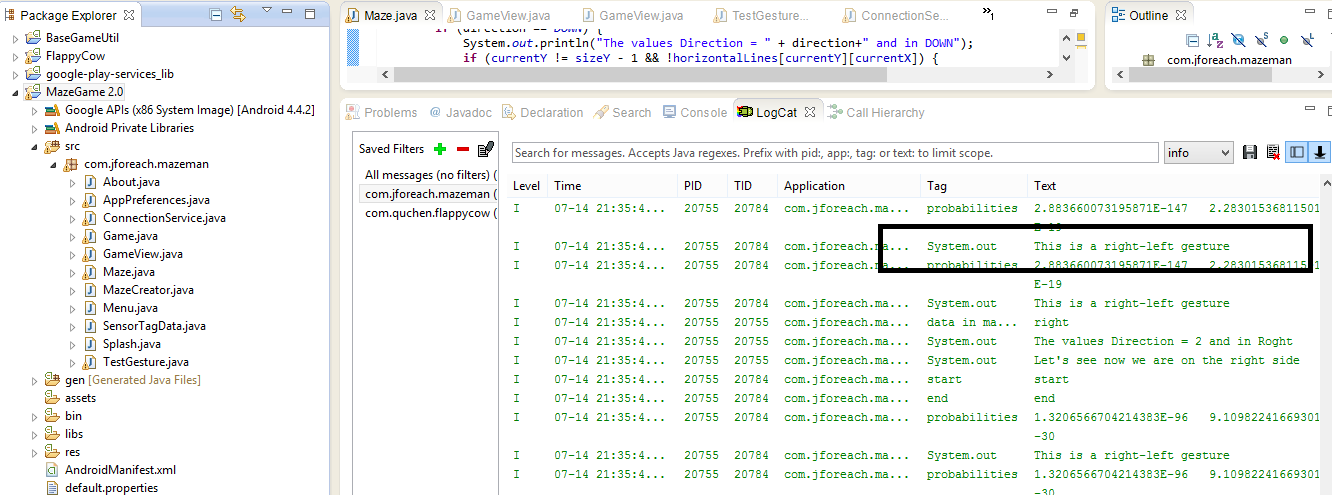
The move method is called according to the specified direction.





The gestures given by user are also tracked/displayed on the console as shown below.





The ball in the game is moved as per the gestures made.

